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| <p><b>Abrade</b> ① ②</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                | <p><b>Abrade</b> ① ②</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                | <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
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Playtest cards - Evariel - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Fear of Missing Out</div><div>①②R</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div>①②R</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Into the Flood Maw</div><div>①U</div></div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Into the Flood Maw</div><div>①U</div></div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     |

## Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marauding Mako

Creature -- Shark Pirate

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.

Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Proft's Eidetic Memory 1U</div> <div>Legendary Enchantment</div> <div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Proft's Eidetic Memory 1U</div> <div>Legendary Enchantment</div> <div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Proft's Eidetic Memory 1U</div> <div>Legendary Enchantment</div> <div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Proft's Eidetic Memory 1U</div> <div>Legendary Enchantment</div> <div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Quantum Riddler 3UU</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Quantum Riddler 3UU</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           |

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| <div><div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

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| <div> <div>Spirebluff Canal</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                | <div> <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                             | <div> <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                             | <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                             |
| <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

## Thundering Falls

Land -- Island Mountain

(**{T}**: Add **{U}** or **{R}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Island Mountain

({{T}}: Add {{U}} or {{R}}.)  
This land enters tapped.  
When this land enters, surveil 1.  
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graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Torch the Tower

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Twinmaw Stormbrood

Creature - - Dragon

Flying  
When this creature enters, you gain 5  
life.

5/4

- - - ADVENTURE - - -

## Charring Bite

Sorcery - - Omen

Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vivi Ornitier

Legendary Creature -- Wizard

{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.

Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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### Playtest cards - Evariel - Standard (Standard League)

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| <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Broadside Barrage</div><div>1UR</div></div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Broadside Barrage</div><div>1UR</div></div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        |



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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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